

***The Parks & Recreation Department reserves the right to modify and/or change these by-laws at any time.***

### **GAME RULES:**

- ☐ City of Frisco adult softball games are played under Amateur Softball Association (ASA) rules unless modified with City of Frisco League Rules.

### **HOME TEAM:**

- ☐ The home team will be determined by a coin flip prior to each game.

### **TEAM ROSTER FORMS:**

- ☐ Rosters are limited to 20 players.
- ☐ Roster changes may only be made through the Recreation Department Office prior to a team's third game.
- ☐ No individual may play on two teams in the same league on the same night.
- ☐ Players that do not appear on the Team Roster Form are not allowed to participate.
- ☐ All roster forms are due to the Athletics/Aquatics Coordinator's Office twenty-four (24) hours prior to a team's first scheduled game
- ☐ All players are required to bring a form of photo identification to each game.

### **TEAM WAIVER FORM:**

- ☐ The Team Waiver Form must be properly completed and submitted to the Athletics/Aquatics Coordinator's Office twenty-four (24) hours prior to a team's first scheduled game.
- ☐ Players that do not appear on the Team Waiver Form are not allowed to participate.
- ☐ Participation by an ineligible player will result in forfeit and/or suspension of the player, team and manager.
- ☐ Minimum age is 18 years old prior to league participation.

### **UNIFORM CODE:**

- ☐ All teams must have jerseys of like color (base color the same) with numbers permanently attached by the 3<sup>rd</sup> week of the season.
  - ☐ Only whole numbers from 0-99 will be allowed.
  - ☐ No tape or permanent marker numbers will be allowed.
  - ☐ No duplicate numbers will be allowed.
  - ☐ Zero and double zero are considered duplicate numbers.
- ☐ Metal cleats are not allowed.

### **GAME BALLS:**

- ☐ Each team must furnish two playable (MSP 47 core) softballs as approved by ASA for each game.
- ☐ Co-Ed teams must provide at least one 11' (women's) and one 12' (men's) ball as approved by ASA.

### **GAME TIMES:**

- ☐ Time Limit
  - ☐ 55 minutes or 7 innings
- ☐ Game Times
  - ☐ 6:45 p.m.
  - ☐ 7:45 p.m.
  - ☐ 8:45 p.m.
  - ☐ 9:45 p.m.
- ☐ Due to traffic concerns, there will be a ten (10) minute grace period for the 6:45pm games only. Forfeit time is 6:55pm.
  - ☐ Please note the game clock will begin running at 6:45pm.
  - ☐ The team waiting on players will automatically become the Visiting Team, AND they will forfeit their entire at-bat in the first inning.

### **FORFEITS:**

- ☐ Game Time is Forfeit Time.



## Adult Softball By-Laws

- This means enough players to start the game in the dugout ready to play NOT in the parking lot or on their way to the dugout.
- ❑ A forfeit will be scored a 14-0 win.
- ❑ The penalty for a team forfeiting a game is as follows:
  - 1<sup>st</sup> offense- Verbal Warning
  - 2<sup>nd</sup> offense- Written Warning
  - 3<sup>rd</sup> offense- Team is suspended for the remainder of season.
- ❑ If a team is suspended before the 4<sup>th</sup> game of the season, a revised schedule will be made for the remainder of the season.
- ❑ Any games played that involved the suspended team will be considered forfeits wins for their opponents.
- ❑ Coaches are responsible for contacting the Recreation Department Office if it is known that you cannot field a team for a game. The Recreation Department Office will attempt to contact opposing coaches, umpires and scorekeeper to prevent a wasted trip.

### LINE-UP:

- ❑ Line-ups must be turned in to the scorekeeper NO LATER than 10 minutes prior to scheduled game time. Failure to do this will cause your team to begin the game with one out (first player on your line-up).
- ❑ Line-up cards should be downloaded from the league website.

### RUN RULE:

- ❑ Games will end if a team is ahead by:
  - 20 runs after 3 innings
  - 15 runs after 4 innings
  - 12 runs after 5 innings

### HOME RUN LIMITS:

- ❑ Men's C Leagues can have up to 5 home runs per game.
  - All following Home Runs will be an out.
- ❑ Men's D Leagues can have up to 1 Home Run per game.
  - All following Home Runs will be an out.
- ❑ Co-Ed D Leagues can have up to 1 Home Run per game.
  - All following Home Runs will be an out.

### CONDUCT AND EJECTIONS:

- ❑ Player(s) will be ejected from a game for unsportsmanlike conduct. Any situation that an official deems unsportsmanlike may be cause for ejection.
- ❑ Ejected players will automatically be suspended from their next league or playoff game. It is the responsibility of the manager and/or player who was ejected to comply with this policy. Any violation of this policy will result in further disciplinary action to possibly include expulsion from the league.
- ❑ Any player who verbally abuses an official or staff member after a game or while on suspension will be suspended from their next eligible game. Physical abuse of an official or staff member will result in EXPULSION of that player(s) from all City of Frisco Leagues for at least a one year period and possible legal action.
- ❑ The League Director will review any other actions determined to be detrimental to the league.
- ❑ Anyone ejected from a game (player or fan) must leave the park property within two (2) minutes. If they do not or if they leave and return later, their team will forfeit their game for that day (even if game has already been played). If that game was played and lost, the next game will be forfeited. Ejected individuals who are serving suspension ARE NOT allowed to attend their team's games, even as a spectator.
- ❑ Under normal circumstances, the penalty for ejections is as follows:
  - 1<sup>st</sup> offense = 1 game suspension
  - 2<sup>nd</sup> offense = expulsion from league play for remainder of season
- ❑ The League Director reserves the right to increase or decrease the severity of penalties based on previous history, unusual or special circumstances, or to protect the integrity of the league.

### PROTESTED GAMES:

- ❑ All protests must be submitted in writing and accompanied with a \$50 protest fee (Money Order ONLY made out to the City of Frisco) to the Recreation Department Office at Alumni Hall Fitness Center, within 24 hours of the completion of the protested game.
- ❑ Rule interpretation is the ONLY protestable issue that will be considered.
- ❑ Protest fees will be returned to the team ONLY if the protest is upheld.

### PLAYING FIELD CONDITIONS:

- ❑ The Parks and Recreation Department will make the final decision on playing field playability. If weather and/or field conditions are questionable, please call the Parks and Recreation Department Rainout Line at (972) 377-RAIN, after 4:00pm.
- ❑ If the first game of the night is canceled, all other games on that field are canceled. Likewise, if the second game is canceled, the third game is also canceled.
- ❑ If a decision is made after 4:00pm the Recreation Department will do it's best to contact all coaches. Otherwise, the umpires will make any cancellation decisions at game time.

### MAKEUP GAMES:

- ❑ The City of Frisco will do everything possible to make up all games that are canceled due to weather. However, unusual or extreme weather patterns may force us to permanently cancel games.
- ❑ Every effort will be made to schedule the make-up games on the team's regular night of play, however if this is not possible, games can be re-scheduled on any open date(s).

### PLAYOFFS:

- ❑ The top 4 teams in each league will advance to the playoffs.
  - If there is a tie between one or more teams, please see 'TIEBREAKERS'.
- ❑ The playoff format will be as follows:
  - Semi-Final Round
    - 1<sup>st</sup> Place Team vs. 4<sup>th</sup> Place Team
    - 2<sup>nd</sup> Place Team vs. 3<sup>rd</sup> Place Team
  - Final Round
    - The two winning teams will play in the final round.
  - All playoff games are one-game.
    - Playoff game time will be 85 minutes or 7 innings.
    - Mercy Rule (For Playoffs Only) will be 20 runs after 5 innings.

### TIEBREAKERS:

In the event of more than one team ending the season with the same record, the following system will be used to determine the appropriate order of finish:

- ❑ Winner of each league will be determined by most games won.
- ❑ If two or more teams are tied, the winner will be the team that defeated the other. (Example 'A', 'B', and 'C' have identical win-loss record, but 'A' beat both 'B' and 'C'; 'A' would be the winner.)
- ❑ If there is a split between two or more teams the winner will be the team that gave up the least amount of runs against the teams involved for that tie.
- ❑ If still tied, the team that has given up the least amount of runs to all opponents within the league is the winner.

### COMMUNICATION / WEBSITE SERVICE:

- ❑ Players and teams can access league schedules, standings, results, forms and more information by going to [www.friscofun.org](http://www.friscofun.org).

### LEAGUE CONTACT:

- ❑ Scot McCollum
  - Phone: 972-377-1763
  - Email: [smccollum@ci.frisco.tx.us](mailto:smccollum@ci.frisco.tx.us)